

COLECO VISION

# EXPERIENCE

THE MAGAZINE OF VIDEO GAMES AND HOME COMPUTERS / VOL. 1, NO. 1

**PREMIERE  
COLLECTOR'S  
ISSUE!**

\$1.00

## **TURBO!**

Real-Life Road Racing on  
Your TV Screen

## **SUPER NEW CONTROLLERS**

for Better Scores and More Fun

## **STRATEGY TIPS:**

Defeating Zaxxon, Donkey  
Kong... and More

## **COMING ATTRACTIONS!**

New Games from ColecoVision

## **PLUS...**

Best Sellers, Arcade Hits, and Videogame Crossword



**THE BEST  
IS YET  
TO COME!**

**COLECO®**

# EXPERIENCE

Volume 1, Number 1

Spring 1983

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Pull-out ZAXXON wall poster

**On the Covers** A Futuristic Alien Planet video game developed by ColecoVision and software artist John Dykstra to show what Nintendo's games may look like. Dykstra's other achievements include special effects for the movies *Starliner*, *Galaxies* and *Firefox*. See page 8 for more details.



## ColecoVision™ To Form Video Club

As part of its continuing commitment to make the owners get the most value (and fun) out of their ColecoVision system, Coleco plans to form the ColecoVision Video Club.

Club members will receive special offers on ColecoVision products, including games, accessories and parts. Club members will also be among the first to know about the latest ColecoVision developments in the field of video games and home computers.

**EXPERIENCE** will be the official magazine of the ColecoVision Video Club and will be distributed free to all members. Become a Charter Member of the ColecoVision Video Club now! Send the attached registration card, plus your favorite free TO-DO list, to Coleco and be among the first to get

## ColecoVision Introduces Expansion Module #3 to Play Super Game Wafers

Following the unveiling of two new game controllers at the Consumer Electronics Show in January (see page 11), Coleco Industries has announced the introduction of the third in its series of Expansion Modules for the ColecoVision video game system.

Expansion Module #3 also called the Super Game Module brings home the arcade experience with computer age precision and first-thruster game details. Like Expansion Modules #1 and #2, Module #3 plugs into the expansion port in the ColecoVision console. Once hooked up, the Module is ready to receive the latest in home video game programming technology—Super Game Wafers. These wafers, shaped like miniature records, recreate every detail of the arcade games—including wafer graphics like intermissions and special entries like the ability to post the initials of high scorers on the screen. Super Game Wafers even provide players with challenging new

video game situations not found in arcades.

Each Expansion Module #3 comes with a bonus Wafer—Super



Scallywag™ by Nintendo®. Many other vividly detailed Super Game Wafers are scheduled for release by ColecoVision in the next few months, including such popular titles as SUPER POWER KICK™, SUPER BURN™, SUPER SUPER BURN™, ROCKET™, FLAMES OF DOOM™, SUPER TURTLE™, SUPER SAMURAI™, KICKIN' BOARDERS™, HYPERCASTLE™, SUPER DUNK™ and SUPER TAIL™. R.O.T.

## ColecoVision Opens to Rave Reviews!

The reviews are in! From the pinpricked business reporters of the New York Times to the avid game buffs of the video magazines, everyone's saying about ColecoVision, "Here's a sampling of what the critics have been saying:

**"The ColecoVision is a**

**superb machine."** **HOME VIDEO, January, 1983**

**"ColecoVision is both a new window pane... the large amount of RAM allotted to**

**graphics and, on top of this, the primary reason the games look so good."**

**VIDEO GAMES MAGAZINE**

**"ColecoVision just may be the home arcade system of the future... It's a**

**long may well be the best video game cartridge ever produced."**

**VIDEO GAMES MAGAZINE**

**"...the best I have seen outside the arcades..."**

**NEW YORK TIMES, November 11, 1982**

**"Industry analysts and lay-home owners say ColecoVision's graphics and**

**quality—are generally superior to those of its competitors."**

**THE NEW YORK TIMES, November 11, 1982**

**"The ColecoVision roll-out seems to be a smashing success!"**

**WIRETIME ELECTRONICS REPORTS**

# WHAT'S NEW

## A round-up of the hottest new ColecoVision game titles—Plus two new controllers

Popular Arcade Games: ColecoVision home versions of arcade hits



**VICTORY** by Proxy™ You're in command of the most maneuverable ship in the universe—a Battleship—in this superb rendering of the arcade winner. Attack alien ships and paratroopers to prevent them from establishing deadly bunkers on the planet surface. Your shields and Doomsday Device can help protect you if the going gets rough, but in the end only catlike reflexes and cool thinking can save your planet. Can you meet the challenge, and light on to victory?

**SPACE FURY**™ by SG&A™ A haughty one-eyed alien commander has challenged you in space combat. He has an entire star fleet at his disposal. The battle begins as he scout ships attack. Using heroically Link your ship with friendly space craft to acquire multi-directional firepower. Combat the alien destroyers, cruisers, and finally the entire alien fleet in a cosmic super battle of quick thinking and fast reflexes.



**LOOPING**™ by Venture Line Try this exciting new cartridge from Coleco—and find out how good a pilot you really are. You're in the cockpit of a lighter biplane and your mission is to penetrate enemy air defenses. Take off from your airstrip and dodge enemy observation balloons (if one hits you you're done for), then strike your opponent's air terminal and fly onward into even greater danger. A fantastic maze in the air will test your maneuvering skills.

**GOLF**™ by Midway This fast and funous arcade hit comes home on your ColecoVision with all five levels of its intergalactic thrills intact. Fire your laser cannon through holes in energy shields as wave after wave of alien ships attack. But watch out—they're firing missiles, lasers and bombs at you. Each different attack level brings a new and more deadly form of assault. Can you penetrate far enough to meet the Golf flagship in final battle?



**SLITHER**™ by Century II You'll find virtually every detail of the popular arcade game on this ColecoVision cartridge. Use the new Roller Controller to defend your turf against snakes and other desert creatures. You can shoot forward and backward, but you better shoot straight because a miss-hit turns every snake into two. Watch day turn to night as you battle on and on against the desert predators in down to disk video game action.

**MR. DO!** *by Universal* Here's the cutest little burrower you've ever seen collecting apples as he tunnels through the garden. But his natural enemies pursue him relentlessly through his own tunnels. Only a shower of big apples or a cleverly thrown ball can keep an 'ool alive! Fascinating maze action with marvelously detailed graphics make Mr. Do a video game must.



**DONKEY KONG JUNIOR** *by Nintendo* Kong is back! Only this time he is the one held prisoner by his old foe Mario. Can Kong Jr., the big Ape's infant son, save his father? To reach his powerless Daddy he'll have to swing on vines over snapping creatures to reach a special key, climb hanging chains, leap perilously through space, and then evade falling landings and electro spurs. As graphically detailed and marvelously challenging as screen icons, *DONKEY KONG JUNIOR* comes the Kong saga to new levels of fun.

**SPACE PANIC** *by Universal* Panic is the name of this game as your spaceman moves along the different floors of a gigantic grid structure, climbing up and down ladders, and fleeing from horrible space monsters. If you're clever enough, you can trap the monsters by digging holes in the floors, but be quick—you have a limited oxygen supply. Eight different screens make *SPACE PANIC* an ever-changing challenge.



**PEPPER II** *by Exidy* The craziest maze game you've ever seen—and the most fun! Guide Pepper through a zipper-like maze, closing off rooms and capturing treasures. Your foes—Roaming Eyes—and the Zipper Pepper, pursue you relentlessly. But if you can enclose a room with a pickfork or magic box in it, you can turn Pepper into an eye hunting devil for a few moments. A staggering variety of different zipper mazes make *PEPPER II* a game that offers endless fasten-above!

### Gaming: ColorVision™'s fascinating world of games of chance and skill.

**KEN USTON BLACKJACK / POKER** *by Coleco* Game master Ken Uston teaches you the basics of Casino-style blackjack and poker. An on-the-screen dealer actually shuffles the cards and deals out your hand. Learn when to "stand pat," when to say "hit me," and when you can bluff. The screen image gives you all the details with full clarity—from the values of each hand to the dealer's sly smile.



**ColcoVision™ Sports Games:** Many of ColcoVision's sports games feature exceptional action that allows you to control your play, using the ColcoVision Super Action Controller.



**BASEBALL** by Colco: It may be the most realistic sports action game you've ever played. Hit, bunt, steal bases, and catch fly balls with the Super Action Controller. Watch the onscreen scoreboard while you plan your game strategy. True-to-life two-player action pits you against your friends for even greater game excitement.

**FOOTBALL** by Colco: Match your gridiron skills against your friends with ColcoVision™ FOOTBALL, a two-player game that has all the thrills and strategic challenge of real football. You and your opponent pass, kick, run, block and make tackles. Use the Controller's speed control to speed up or slow down the action. Choose your runners and receivers with multiple quick-action selector buttons. Then head for daylight as you run, tack back to pass, or defend your goal line!



**ROCKY™ RATTLES THE CHAMP** by Colco: You're in the ring, ducking, jabbing, and throwing haymaker punches in this thrilling sports game for two players. Weave back and forth in the ring as you look for an opening, then throw your best hook at your opponent's jaw—going for the knock-out punch. Can you slug it out against the Champ? Or will you end up on the ropes, and staggering as the Champ's one-two punch leaves you stunned?

**SKIING** by Colco: Take a ski vacation right in your living room! ColcoVision's skiing lets you get to the slopes without waiting in lift lines, and gives you two kinds of skiing action: ski trails or slalom. Watch out for trees, moguls, and out-of-control skiers as you race downhill against time. You'll need coordination and balance to stay on your feet just like in the real sport. The tips of your skis remain onscreen to help guide your path down the mountainside.



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and ColcoVision are trademarks of  
Colco Corporation. See page 10.



## Arcade Hits

Here are the hottest Arcade Games in the Nation, as established in a survey by **ELECTRONIC GAMES** magazine. Games available from Coleco or scheduled for release by Coleco in the next few months, are marked with an asterisk (\*).

1. **DONKEY KONG\***  
By Nintendo
2. **TRON**  
By Midway
3. **MS. PAC MAN**  
By Midway
4. **GALAGA**  
By Midway
5. **ROBOTRON**  
By Williams
6. **ZAXXON\***  
By Sega
7. **DIG-DUG**  
By Atari
8. **JUNGLE KING**  
By Taito



## ColecoVision™ Hits

Update feature: all the most popular Computer game titles. Limited-edition ColecoVision game systems are available with history for about the C—ColecoVision. Available from ColecoVision.

1. **DONKEY KONG™**  
(included with all ColecoVision video game systems. C.A.)
2. **ZAXXON™**  
(C.A.)
3. **VENTURE™**  
(C.A.)
4. **LADYBUG™**  
(C.A.)
5. **COSMIC AVENGER™**  
(C.A.)
6. **MOUSETRAP™**  
(C.A.)
7. **CARNIVAL®**  
(C.A.)
8. **SMURF™ RESCUE IN GARGAMEL'S™ CASTLE**  
(C.A.)

## Up and Coming

1983 is going to be a great year for video game cartridges. Look for these exciting new ColecoVision game titles in the months ahead.

- DONKEY KONG JUNIOR™**
- LOOPING™**
- SLITHER™**
- SPACE FURY™**
- SPACE PANIC™**
- PEPPER II™**
- GOLF™**
- MR. DO!™**
- BUCK ROGERS™**
- PLANET OF ZOOM™**
- VICTORY™**
- KEN USTON**
- BLACK JACK / POKER**
- ROCKY™ BATTLES THE CHAMP**
- BASEBALL**
- FOOTBALL**
- SKIING**

### What's Your Favorite ColecoVision Game ... and Why?

You must have a favorite ColecoVision game. If so, we'd like to know which it is, and also like to know why you like the game you do. Is it the graphics, the challenge, the difficulty, or other factors? This kind of information can help us determine the best in video games you don't only—send your favorite ColecoVision game information to:

#### EWINGTELE GAMES

ColecoVision Game  
100 Games, Lane Street  
West Hartford, Conn.

# TURBO!

**ROAD-RACING ACTION  
ON YOUR TV SCREEN**



"I often like to think of the arcade as being the racing style wheel match for the joystick/lever. And the calculator pad? And the turbo? The turbocharged engine means the road course feels and drives as an single expert while you rapidly go left for position around you. Of course it's turbocharged! There's a long straightaway where you hit top speed. Suddenly on a tight curve the road on your left spins left, giving you the opportunity you need to represent it as you enter a sweeping bend. Near the end and you're in the lead! Again exciting? Well, it's the turbo! Turbo engine!"

The realistic road racing action alive isn't from a movie or a sports show. It's SEGA's Turbo, a fast-paced three-dimensional arcade racing game that puts you in control of a car weaving along city streets, through tunnels, down highways and by sea walls.

Videogamers are lining up to see cars race for the chance to drive Turbo. Now all the thrills and excitement of the Turbo arcade experience can be brought home. Thanks to the ColecoVision's new Expansion Module #2, the innovative driving system that brings new ground in play, see these action

### Expansion Module #2

Expansion Module #2 is another example of the innovative add-on capability that makes ColecoVision the most sophisticated, forward-looking video game system around. The Module plugs easily into the expansion port of ColecoVision, instantly transforming it into the cockpit of a high performance racing car as it served up for supercharged motor sports action.

The Module consists of a realistic looking dashboard console and steering wheel assembly. It also features a foot pedal that combines the function of both accelerator and brake (pressing down speeds up the car, releasing the pedal slows the vehicle rapidly). A standard ColecoVision controller (wired into a computer) in the dash, and in port for external speed to the right of the wheel to become the gear shift. High friction rubber foot holds in the dashboard and accelerator/brake pedal steady during spirited play.

All the details of Expansion Module #2 combine to recreate with extraordinary accuracy that feeling of being behind the wheel of a real race car. After all, here each Module includes a free Turbo video game cartridge—the perfect choice to enable a ColecoVision owner to experience the thrills and chal-

enge of driving a real car—at home!

Other ColecoVision driving games that can be played with Expansion Module #2 are "Full Throttle Road" (Already announced is a destruction biker.) A but are so demanding only that lets a player play without cars without doing any real damage.



The realistic road racing action isn't from a movie or a sports show. It's TURBO, a three-dimensional fast-paced racing game that puts you in control of a car weaving along city streets, through tunnels, down highways and by sea walls.

### The Turbo Experience

Anyone who has ever played the arcade game knows that Sega's Turbo takes the concept of video game racing into a new dimension of sight and sound. Thanks to the innovative technology of Expansion Module #2, ColecoVision's

Turbo cartridge faithfully reproduces the arcade driving experience. In fact, two key features—the detailed look of the cockpit and the authentic reproduction of driving sounds—distinguish ColecoVision's Turbo from all other home driving video games.

Just like the arcade game, the object of Turbo is to contest a race car's speed and direction while hurtling along a course, passing other cars and avoiding a variety of dangerous obstacles. The score at the game's end is determined by the number of cars passed and the distance covered.

Also like the arcade game, the home version of Turbo has a race course characterized by more than forty vividly detailed, realistic scenes—plus the unsurpassed graphic resolution and drive typical of all ColecoVision games.

But there's more to Turbo than meets the eye. The cartridge comes complete with realistic sound effects, including the growl of the race car's engine and the shriek of maximum tires on the straightaways. In fact, the Turbo cartridge also gives you the sound of the shifting sound of an oil slick under the wheels and tires bouncing against the edge of the road.

### A Real Racecourse—Recreated on ColecoVision!

There's a lot more about Turbo that some experienced videogamers have figured out. The most notable clue is based on the real road course used in the famous Grand Prix of Monaco (in fact, Sega had an earlier arcade game called Monaco GP).

As at the real Monaco, the home version of the race begins in a setting of urban high rises. The first portion of the course takes you through city streets complete with buildings reproduced in great detail. Then it cuts into the countryside and along a straightaway where you can really pour on the throttle, as you drive a series of hills that are particularly challenging because they obscure the cars in front of you and it takes fast reflexes to avoid a crash.

Next comes a broad, tree-lined boulevard. And your car's doors are just beginning. Because you're headed toward a darkened tunnel that you'll take a famous tunnel on the real Monaco Grand Prix course called, appropriately, The Tunnel of Death. After that there's a winding, gravel section that requires the utmost driving skill to negotiate, followed by another deadly segment that requires just the factor of a hairbreadth course near Monaco's actual Hotel de Ville.

There's a true story about the Hotel

de Paris that road racing buffs are fond of telling. During one Monaco Grand Prix in the 1980s a driver concerned off the highway and coasted right through the front door of the hotel (stayed through the lobby and finally came to rest in the bar). The first thing the driver saw when the dust had cleared was an unflappable waiter offering him a glass of champagne and a clean towel, along with a dignified "Welcome to the Hotel de Paris, Monsieur."

Other portions of the ruined course include a snow-covered road that actually feels slippery when you drive over it and will pitch you into a ditch if you're not careful. There's also a short

rainy night driving segment where the edges of the road and other race cars glow faintly in the gloom and a sharp eyesight is essential to avoid disaster. (By the way, the real Monaco Grand Prix is held during daylight hours, in summer, so rainy downhill upper Sego has taken a few liberties here.) But everyone agrees that the snow and darkness only add more excitement to this course.)

For the thrill of a genuine road race in your own home, try the turboexperience. Ladies and gentlemen, start your engines!



Look! A turbo! Turbo doesn't mean here in a sense that is captured on the Turbo Power cartridge with all its turbo-only turbo. TurboPower includes a 2 processor chip (except for timing too).



## Learning to Drive a

# TURBO™

Experienced Turbo drivers say there is a group of special techniques involved in improving your computer scores and avoiding collisions. Here are a few tips from the game pros:

1. Before you begin the game, set the driving module in front of your television set with four to six feet of it. You should sit in a chair with the pedal beneath your right foot and the wheel console firmly fastened by its rubber feet and lock on to a table in front of you. Don't try to sit with the wheel in your lap, or while sitting on the floor—these positions slow up your reflexes too much to yield good scores.

2. Shift into high gear as early as possible—preferably within three or four seconds of the start. Stay toward the center of the road during the city portion of the course, and watch the horizon for approaching vehicles and oil slicks. Remember, it's no highway desirable to use the shift except when starting the race or restarting after a crash.

3. Use the accelerator pedal to vary your speed when approaching difficult situations. Bear in mind that releasing the button completely activates the brakes and slows you down quickly. As you move into the full portion of the race (where a bump in the road de-



APPROACHING AMBULANCE



SWIRLING SEAWALL BEND



SNOW-COVERED ROAD

scues approaching vehicles) you may find this braking to avoid a car that suddenly appears can save you from a crash.

4. If you crash, return the car to low gear and move to the center of the road—where you'll have the greatest chance of being hit from behind. After a few seconds, accelerate and shift back into high gear and continue the race.

5. Two sections of the course are particularly treacherous that you should allow down for them: the Snow-covered Road (the portion either road where the road is white) and the Swirling Seawall Bend (where the road curves off to the right). In both cases, slow to a speed near that of the other cars around you, and concentrate on avoiding collisions rather than passing. Be particularly careful on the Snow-covered Road: your steering mechanism should be gentle and gradual, or you may lose control of the car.

6. When you hear a siren and see a flag an ambulance is approaching from behind. You cannot overtake the ambulance, no matter what your speed—the best tactic is to slow down slightly just to one side of the road and wait for it to pass. Once it has passed you can again accelerate to full speed without fear of hitting the ambulance from behind.

# NEW COLECOVISION CONTROLLERS

## The Arcade Experience and Beyond!

**A**ds and arcade-type controllers for the home are the latest craze in video games. On the leading edge of this trend are two new controllers from ColecoVision which incorporate highly sophisticated arcade game playing capability. Both new controllers take advantage of the micro-processor interface technology that lies at the heart of every ColecoVision system—a technology that makes ColecoVision more computer than video game.

### The Super Action Controller

ColecoVision's new Super Action Controller (which plugs easily into the basic ColecoVision video game system) goes beyond any home controller in full action play. Indeed, the Super Action Controller has been described by *Game Engineering* as "the controller that every home game player would have designed if they had the opportunity to do so."

The Super Action Controller takes a giant step forward in game play and control by offering a new mapping action options. In addition, the Controller puts premium hand-eye coordination and provides a real challenge to even the best video game players.

The most curious feature that sets the Super Action Controller apart from other home video game controllers is its advanced space-age design. Hundreds of hours of testing, combined with a detailed analysis of the human anatomy went into creating this design. The end result is a shape which combines comfort with highly developed play capability.

During the research phase of the Super Action Controller development project, Coleco engineers found that game scores could be improved if muscle fatigue is reduced. As a result of this research, the Controller has a carefully designed molded ergonomic grip which comfortably fits all sized hands, provides a firm hold for game play, and reduces the tendency of the hand muscles to become tired and tired during play.

If the space-age shape of the Super Action Controller is sophisticated, then

its functions are positively futuristic. A number of highly innovative elements combine to make the Super Action Controller the home controller of the future...today!

There are four color-coded trigger switches contoured to the shape of the fingers and built into a pistol-grip handle. These trigger switches have been specifically designed for increased play area control and have been carefully positioned to take advantage of the natural quickness of a player's index finger.



The Super Action Controller features:

- 4 color-coded triggers for play area control
- 4 directional buttons for full field movement
- Speed-Roller for precise directional speed control

The Controller also incorporates a super-responsive 4-direction joystick which provides the player with full field movement. A torsion speed-roller varies the pace of play and a 12-button key grid with a variety of game playing functions has also been incorporated into the Controller design. Of course, the Super Action Controller is completely compatible with all ColecoVision Games.

The combined features of the Super Action Controller result in what every home video game player wants and needs: lightning fast response to the action, more control over the operating buttons and triggers, and a minimum of muscle fatigue.

### Controller Strategy: Offense or Defense?

The Super Action Controller will be available as a package of two controllers in June.

a few additional cartridges. The two controllers are provided so that players can compete in the exciting new ColecoVision sports games where they can actually plan strategies as if they were the coach themselves. These strategies right on the ball.

Although the Controller has been designed for faster reaction's quicker timing and improved scores with any ColecoVision game cartridge, it really comes into its own with such new ColecoVision sports games as *BASEBALL*.

For example, when playing *ColecoVision's* baseball, with the Super Action Controller the pitcher-defensive player can use the four trigger switches to select the speed of the pitch. Plus he can use the joystick to control each pitch, throwing a straight or curve ball to the plate. He can also use the control triggers together with the joystick to position the ball, pitch the drive and throw curve balls out.

The opposing batter/offensive player can use the Super Action Controller to hit away or bunt. He can also maneuver the control triggers to advance the batter and base runners, and even to steal bases.

### The Roller Controller

ColecoVision's Roller Controller (which fits the Super Action Controller plug directly into the ColecoVision system) duplicated the smooth, spinning-ball technique in the best arcade games. As a result, the Roller Controller moves faster than any other game controller puts the play on directly into the heart of the on-screen action.

The Roller Controller played on coin features a free-rolling ball that provides players with full 360 degree field movement of game characters. The Controller also gives players the ability to move game characters as fast as

desired. It is these full-time full-speed capabilities which set the Roller Controller apart from other game controllers and give it to equally recreate the playing experience found in sophisticated ball-type control arcade games.

ColecoVision engineered more than a year investigating arcade game technology in preparation for the Roller Controller's introduction. As a result of these studies the engineers chose to incorporate another important arcade-style element into the Controller console—dual, rapid motion firing buttons. These buttons give players at home the same ability to fire rapidly in both directions that arcade players enjoy.

That two standard ColecoVision

controllers to fully complement an each side of the Roller Controller console. The control sticks and 10 action keys on the left then used for gameplay controls in the action packed new ColecoVision cartridges designed specifically for the Roller Controller.

What a Coleco player gets is like for an arcade now that they've gone the arcade games one better? Nobody's saying just yet, but it's a sure bet that whatever approach the company captures, it will break new ground. As the Advanced Research and Development Department's slogan reads: "If you can think of it, we're probably already working to make it happen."

For a complete look at the Roller Controller in action, visit your local game center. Or write for a Roller Controller brochure to: Coleco, Inc., 10000 North Central Expressway, Dallas, TX 75243. Roller Controller is a registered trademark of Coleco, Inc.



For the first issue of **EXPERIENCE**, we asked the operators at Coleco's toll-free customer service number (1-800-840-1235) to supply us with a list of the most commonly asked questions they received. These questions are featured with our answers below in future issues; we'll be counting on all readers—to questions on all matters related to The World of ColecoVision™. Please address your queries to ColecoVision **FEEDBACK**, c/o Quaker Lane South, West Hartford, Connecticut 06119.

## How Many Games on ColecoVision?

**Q:** I really how many games can I play on my ColecoVision?

**A:** Hundreds! In addition to the ColecoVision cartridges currently available, dozens more are due out by the end of 1983—many of which are well-known arcade hits that with ColecoVision's Expansion Module™, you can play any cartridge compatible with the Atari 2600 VC™ via the famous Video Arcade™ system. That means any of the two hundred or so cartridges made for the Atari 2600 VC™ can be played on ColecoVision. It also means your old cartridge library won't become obsolete when you upgrade to ColecoVision—just plug in the Expansion Module and keep enjoying your old favorites as well as your new ColecoVision cartridges.

## ColecoVision's Computer

**Q:** I keep hearing about a ColecoVision computer in Coleco's ads and brochures. What will it do? And when will it be out?

**A:** Glad you asked! In one sense, the ColecoVision computer is out right now. The brainpower and memory of the ColecoVision videogame system in your home are already the heart of a full-power high-technology computer. The computer you're referring to is what Coleco calls the Computer Expansion Module, which

when connected to the Expansion Port of any ColecoVision will tap that brainpower creating a host of the all computer system.

The Expansion Module will provide all the special electronics necessary to make ColecoVision an easy to use and fun personal home computer. In fact, the ColecoVision home computer will be so practical, but also so easy to use that it will be enjoyable and useful for the beginner and the computer pro.

The complete ColecoVision videogame/computer system will provide more value per dollar than current home computers. Of course, the ColecoVision system will continue to provide the same superb graphics and video game variety that you expect.

The ColecoVision Home Computer Expansion Module will be available later this year and we will cover its introduction and technology in full detail in the next issue of **EXPERIENCE**. We can't wait!

## Videogame Lifespan

**Q:** Is it possible to wear out a videogame cartridge by playing a lot? How long should a game last if played an hour a day? And is it possible to break a game by scoring too high?

**A:** Let's handle your questions in order. First, since there are no moving parts, you can't really wear out a Coleco game cartridge unless it's abused. Contrary to what some people think, there is no tape inside a game cartridge, just stationary solid state electronic chips. The only thing resembling aging in a game cartridge is a very slight wear on the connecting points which occurs each time you insert or withdraw the cartridge. But don't worry, Coleco engineers design ColecoVision game cartridges to withstand up to 1,000 such insertions. That's equivalent to putting a cartridge in your ColecoVision three times a day each day for almost ten years. So, for practical purposes, your ColecoVision has an almost unlimited lifespan.

As for breaking the bank by scoring too high, ColecoVision cartridges scores are designed to roll over—return to zero—so a high-gamers player is able to make full use of

the screen's digits to show it. The only thing that might be slightly damaged is your pride, since that super high score could vanish before you have a chance to show it off.

## Why ColecoVision?

**Q:** How does ColecoVision compare with Intellivision™ and the Atari 2600 VC? How does it compare to the new Atari 5200™?

**A:** Probably the most obvious difference between ColecoVision and other video game systems like Intellivision and the Atari 2600 is graphics quality. ColecoVision's graphics are outstanding because the basic picture element (known as the pixel) is designed to deliver a sharper resolution image to the screen. What's more, ColecoVision organizes its graphics so that you get far more action on every screen.

In addition to superior graphics, hundreds of cartridges can be played on the ColecoVision system; there are currently very few games available for the Atari 5200.

ColecoVision quality and gameplay features are made possible by a highly sophisticated microprocessor which lies at the heart of the system. This microprocessor provides ColecoVision with



built-in plug-in expandability. For example, with Expansion Module 1, you can play Atari cartridges on ColecoVision while Expansion Module 2 brings you a new level of realism to some driving games like *Turbo*™. Later this year, Coleco will be introducing its new Expansion Module capable of transforming ColecoVision into an easy-to-use full function home computer.

The key thing to remember about ColecoVision is that it is more than a great video game system—it's a home computer too.

In each issue, *Strategy Tips* presents proven techniques for improving your scores (and staying alive!) on Coleco's top™ game cartridges. These concepts have been thought out and tested by Coleco's professional gameplay test editors and inspire ideas by the designers of the games themselves. This month's dual focus is on the three-dimensional space battle game—*Zaxxon*™ and the enormously popular strategy simulation *Quick Tips* (also included on two other titles: *StarCraft*™ and *Colonel Abaddon*™).

## How to Beat:

### ZAXXON

#### Warrior Robot Guardian of a Blandly Floating City in Space

*Zaxxon* is a fantastic three-dimensional space battle game that puts you in control of a futuristic spaceship! Your ship zooms over alien asteroids, down into to bomb enemy fighter planes, and attacks enemy installations. Your ship must avoid hazardous walls, force fields, and enemy fire. *Zaxxon* has been called the most graphically sophisticated videogame ever. The game set a new standard for realism when first introduced in arcades. *ColecoVision*™ owns a large share of some excitement into your home.

*Zaxxon*'s challenge is fierce. No one would call it an easy game to master, particularly at the higher skill levels, but by studying the programmed moves of the many forces involved, it's possible to greatly improve your scores and consistently have a chance of defeating the mighty *Zaxxon* robot itself more than once.

■ Before you pick up the controller to start the game, it's important to have a good idea of the powers of each of *Zaxxon*'s defending elements. On both selected surfaces there are domed fuel tanks, which are floating missiles, missiles in the background that vertically moving missiles, and homing missiles that track your space fighter in response to being at high altitudes. (These last missiles must be hit several times to be destroyed; they are an extremely dangerous) Cylindrical forcefields supply additional power for your ship when hit

(the energy is transferred automatically when one explodes). Since your ship's fuel runs low quickly, it's important to hit the fuel tanks consistently during the early portion of the game to replenish your supply.

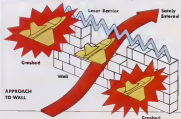
Between the first asteroid and the second there are enemy space fighters which attack missiles. And on the second asteroid are ponderous rocket-shaped robots, which move forward you individually or in groups of three.



The final approach is the mighty *Zaxxon*, a two-tiered robot fortress with robots on its shoulders and a homing missile cradled in its side. Each of these approaches can be destroyed, if you understand the orders the master *Zaxxon* computer has given them—and act quickly to obey its instructions.

■ As each round opens, your ship approaches the first asteroid, which is topped by a high wall. To avoid crashing into the wall, use your laser damage to confirm your flight path. Since the laser cannot breakthrough ahead, the position where your shots determine indicates the path of your ship. If your opening shot strikes the wall, move until they pass through the center area of the wall's opening. This will ensure that you enter the asteroid safely.

■ As you fly along the surface of the asteroid, stay low enough (about the first mark on the altitude scale at left) to hit the turrets and tanks on the asteroid surface. Keep to the left as much as possible, destroying enemy turrets and fuel tanks after you've eliminated the turrets that defend them. The turrets fire both forward and sideways, and their missiles move rapidly so you'll almost certainly be hit if you get close to a turret without destroying it. Fire all the turrets from a distance; then move back to the right to hit fuel tanks. Remember to keep an eye out for the vertically rising missiles that come out of the ground also—and don't forget the equally deadly missiles launched from the turrets. Don't climb unless necessary to avoid a missile or a wall—even two seconds of high altitude will bring a fast hard-to-avoid



APPROACH TO WALL



hanging missiles down on you. Blasting Do not attack the most heavily congested ground battle rooms at the first odd-ball advice missiles. To go back and test that even you (because it costs) choose to concentrate on staying alive by consistently changing altitude and position. First lighter points call this rapid motion tactic: piling and use it if a digital air-battle to calculate enemy computers

#### Combat with Mantis



#### Altitude Identification

■ As you begin the first ascent to enter deep space, move toward the center of the screen to gain yourself maximum maneuverability. This is used for the first of the enemy fighters. You'll find that they're very fast so hit until they appear and disappear to launch their missiles. The best technique for survival in deep space is: Wait until an airplane appears in front of your ship. Fire instantly. Do not climb immediately. Do not rise and retreat sideways. If you hit the enemy fighter its missile will still destroy you. Practice the wait-tilt-move sequence until you can consistently destroy the enemy fighters. By the way it can't hurt to start firing at enemy fighters as soon as they appear on the edge of the screen. Unfortunately long defence time are hard to come by.

■ The action will abruptly stop as you approach the rocky planet. Move your ship to the right to draw Jaxxon over toward that side of the screen so you can fire at it. Then rise to an altitude of about 25% and go on the screen. Afterward and begin firing as rapidly as possible.

When Jaxxon is destroyed a (usually) invisible fly will appear. It's to maintain it (you'll see it change color) then can begin to fire at Jaxxon itself. Remember only multiple hits at the right height can destroy Jaxxon—and even you plants. If you start scare these (fly) and destroy the flying missile your line will at least drive Jaxxon back and you can begin another round of attack. (Good luck and good hunting!)

#### How to Beat:

## DONKEY KONG



■ One of the most important tricks to learn is accelerating Mario's climbing speed. By rapidly pressing the joystick upward (not once but twice when Mario begins to climb a ladder) you can make him climb much faster than his normal rate—shooting him to move upward or downward fast enough to avoid oncoming barrels and fireballs.

■ Jumping barrels or fireballs becomes easier if you jump them while Mario's crouching rather than when he's standing. This increases the size of the jump and gives you a much better chance at clearing the obstacle. Avoid jumping a barrel backwardly, while running—just ahead (usually) into falling Mario down square on top of the obstacle.



Trying to jump a barrel that's near a led-

ger—often the barrel will spread to the ladder as you jump it and earn Mario as he tries to leap over.

■ Generally speaking it's not advisable to grab a Hammer unless you're surrounded by Goombas or fireballs. The few points you pick up outweigh the hammer item (worth nearly as much as the bonus points you'll score by continuing to climb up the screen).

#### Quick Tips:

## AVENGER

#### Sea Cavern

In the opening stages of *Avenger* Action, stay near the planet surface using bombs and cannon fire to destroy missile launchers. Keep your speed fairly low for maximum performance—particularly in you near the sea cavern—and stay toward the center of the screen in the first few seconds before reaching the sea cavern. Otherwise, you could hit the cavern wall instead of enjoying safety.



#### Serpent Room

(to kill)

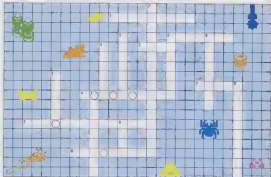
When entering the Serpent Room, an instant's first event: remember that the serpents cluster near the 500,000. So going in there is almost certain death—a warning at all and give you time to get off a couple of quick arrows—one high and one low is the preferred tactic—that will kill two of the serpents and give you some lighting room. Don't decide in firing your arrows but make a baseline for the measure. If you need too long a Hammer may get you before you can leave the room safely.

#### What's Your Strategy?

Do you have a winning strategy for *Avenger* action game cartridge? Don't keep it to yourself! Send it to us and it's gold! We'll reward it along with your name, address and picture. Please send your "Strategy Tips" plus a snapshot to:

Calling Industries, Inc.  
100 Quaker Meadow South  
West Hartford, Connecticut  
06110

## VIDEO GAME QUIZ



### ColecoVision Rhyming Crossword Puzzle

Each of the clues below describes a Commodore or videogame or game character. Most of them were discussed in the issue of **ICPCREMIC**. Match the clues with the answer spaces. And remember: He discussed. Then using the Bonus Clue, unscramble the five circled letters and decipher the title of a exciting new Commodore™ sports game scheduled for release later this year!

1000

1. You're pumped up and down by its lines to cutting (then you change to a diagonal) (then it's start running)
2. One is cute as a button and not much bigger (but enough) (and it's in the dog)
3. Round and round the screen the little guy (bouncing) while making pursue him through each of the bar

4. The quest for immortality requires patience and strength and a keen eye to judge each step's height—and its length.
5. This was little hollow gains into such trouble but he rescues his lady there heads taken on the double - 1000
6. A one-eyed leader loses his orders if you do not cross and enter his borders
7. The age on the cool inner world
8. Wave after wave the winds attack your strength circling ships along beds from back
9. In this game you must grab the wheel but it says your score when a country you lose
10. Take out your crystal looser up your mind the game is designed you'll win each of your life
11. The planet Earth is a beautiful outcome in a still cold void distant starlight and

**Abstract**

Here's big and tough—and used to scare  
and when he starts parading, planned to  
be there? What a Coltrane/Johnson's new  
works, name?

1. *Journal of the American Medical Association*, 1997; 277: 1039-1043.

## Great New Ideas from the World of Coleco...

### Perma-Power™ Adapter for TURBO™ Driving Module

Playing so much Turbo that you're wearing out the battery every two weeks? The solution is simple: a Coleco Perma-Power™ adapter that allows your driving module to be powered by house current. Again, Perma-Power™ installs easily, plugs into any wall outlet, and is UL approved for safety.



### Suggestion Box

At Coleco, your ideas are our vision. We would like to hear any suggestions you might have on how to make ColecoVision even more fun to play and own. We'd also like to hear about ideas you have for EXPERIENCE. Please send your ideas in writing (no more than one page) and send them to: ColecoVision, Suggestion Box, 99 Quaker Lane, South West, Hartford, Connecticut 06183.

Suggestion Box is your direct line to the engineering and game design staff at Coleco, and the best suggestions will be referred to them for evaluation. We may even reprint your suggestions in future issues of EXPERIENCE. And who knows, your dreams today could be tomorrow's new ColecoVision experience!

### It's Free! Tell 'Em You've "Gotta Get Home to your ColecoVision!"

Yes, it's Free! The official 4-1/2-color "Gotta Get Home to My ColecoVision" bumper sticker just like the ones found on the bumpers of gamers everywhere. It's made of a washable vinyl and can be used on bikes and mopeds as well as on car bumpers. Best of all, it's available free to all EXPERIENCE subscribers. Just send a business, self-addressed stamped envelope to: COLECOVISION Bumper Broker, Coleco Industries, Inc., 99 Quaker Lane, South West, Hartford, Connecticut 06183—and we'll mail you back one or many more.



# COLECO VISION™

THE BEST IS YET TO COME.



COLECO '83



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